LONELY TREE

- Kingdom Death: Monster -

CREDITS

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LONELY TREE

If you can see the Lonely Tree for what it really is, it's probably too late. This carnivorous organism hypnotizes anything that comes near, luring prey with hallucinations of their innermost desires. Once they draw near, the hallucinations turn to ceaseless dreams, while the roots consume the victim in their sleep.

With each meal, a grotesque bulge appears on the Lonely Tree's branches which slowly swells and takes on certain qualities of the devoured as they are digested. This "fruit" of the Lonely Tree is its true prize, as eating these conglomerations of phytohormones and human gristle can have beneficial (albeit bizarre) side effects. However, make sure to handle them gently while they are close to the tree, as the chemical volatility of the unripened morsels doubles as the Lonely Tree's primary form of self-defense!

This expansion is designed to be added to the *Kingdom Death: Monster* core game. It includes:

	Lonely Tree Sprues
25 x	Lonely Tree AI cards
23 x	Lonely Tree HL cards
1 x	Lonely Tree Hunt Event cards
5 x	Strange Resource cards
1 x	Terrain card
1 x	Lonely Tree card divider

Upgrade Your Core Game

Upgrade your core game with the contents of this expansion. Separate out all of the cards by their types and then:

- Add the Lonely Tree Card Divider, AI, Hit Location, and Hunt Event cards to the monster section of the core game.
- Add the new strange resources to the game box.
- Add the new terrain card to the Terrain Deck.

Use **The Lonely Lady** and **Showdown: Lonely Tree** story events in this book in addition to the *Kingdom Death: Monster* core game story events.

When a story event in this book is triggered, it is denoted by 🕷📖 preceding the event name.

Add to Your Campaign

To add the Lonely Tree to a current or new campaign, add the Lonely Tree terrain card to the terrain deck and shuffle the **Object of Desire** hunt event into the basic hunt event cards.

Do not add the Lonely Tree to the Nemesis Monster list on the settlement record sheet. The Lonely Tree may only be faced when directed to.

Rules

Object of Desire Hunt Event

The **Object of Desire** Hunt Event is unique to the Lonely Tree expansion, but has a basic hunt event card back. It is shuffled into the basic hunt event cards, and can be randomly drawn from any hunt board space. The event is archived after it is resolved — it is permanently removed from the basic hunt events and returned to the game box.

Showdown Special Rules

The Lonely Tree does not move on its own and cannot be knocked down, suffer **knockback**, or be moved by survivors in any way.

Unless otherwise stated on the card, its attacks have unlimited range. Its roots and branches can reach survivors anywhere on the showdown board.

Monster Fruit

The Lonely Tree terrain card grants any monster the **Monster Fruit** Ⓢ card. This card alters the monster's behavior during the showdown. Treat it like any monster-specific Ⓢ card. When a monster has Monster Fruit in play, perform the actions listed on **Monster Fruit** before any other actions during the monster turn. Proceed through the rest of the monster turn normally.

Monster-Impassable

The Lonely Tree terrain has the **monster-impassable** rule, which has all of the characteristics of impassable terrain, but with the following addition: Monsters may not move through spaces occupied by monster-impassable terrain.

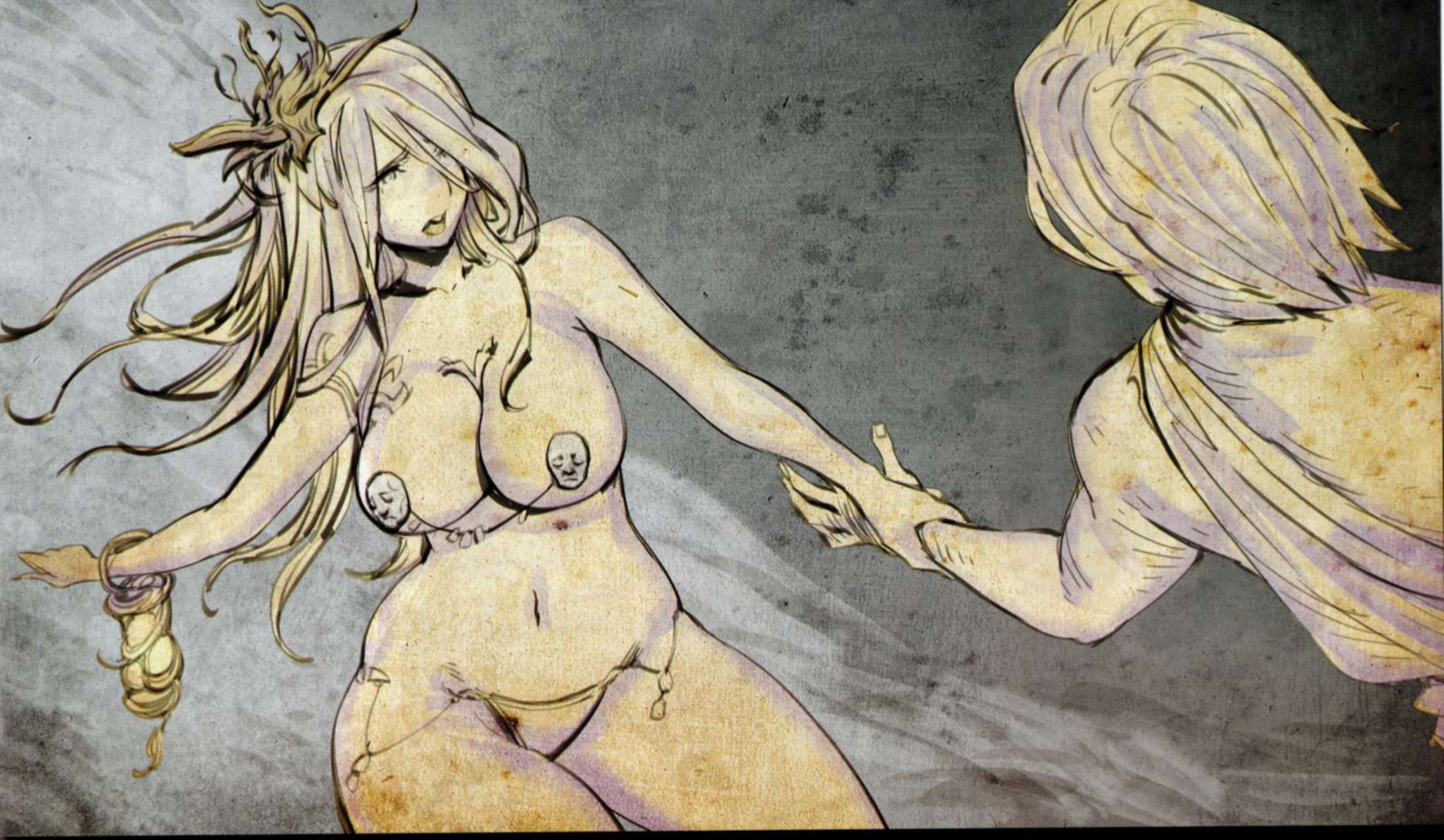
Monsters must move around monster-impassable terrain tiles, if possible. If this is not possible (such as when the monster is instructed to move in a straight line), they instead end their movement in the space before the terrain tile.

Miniature

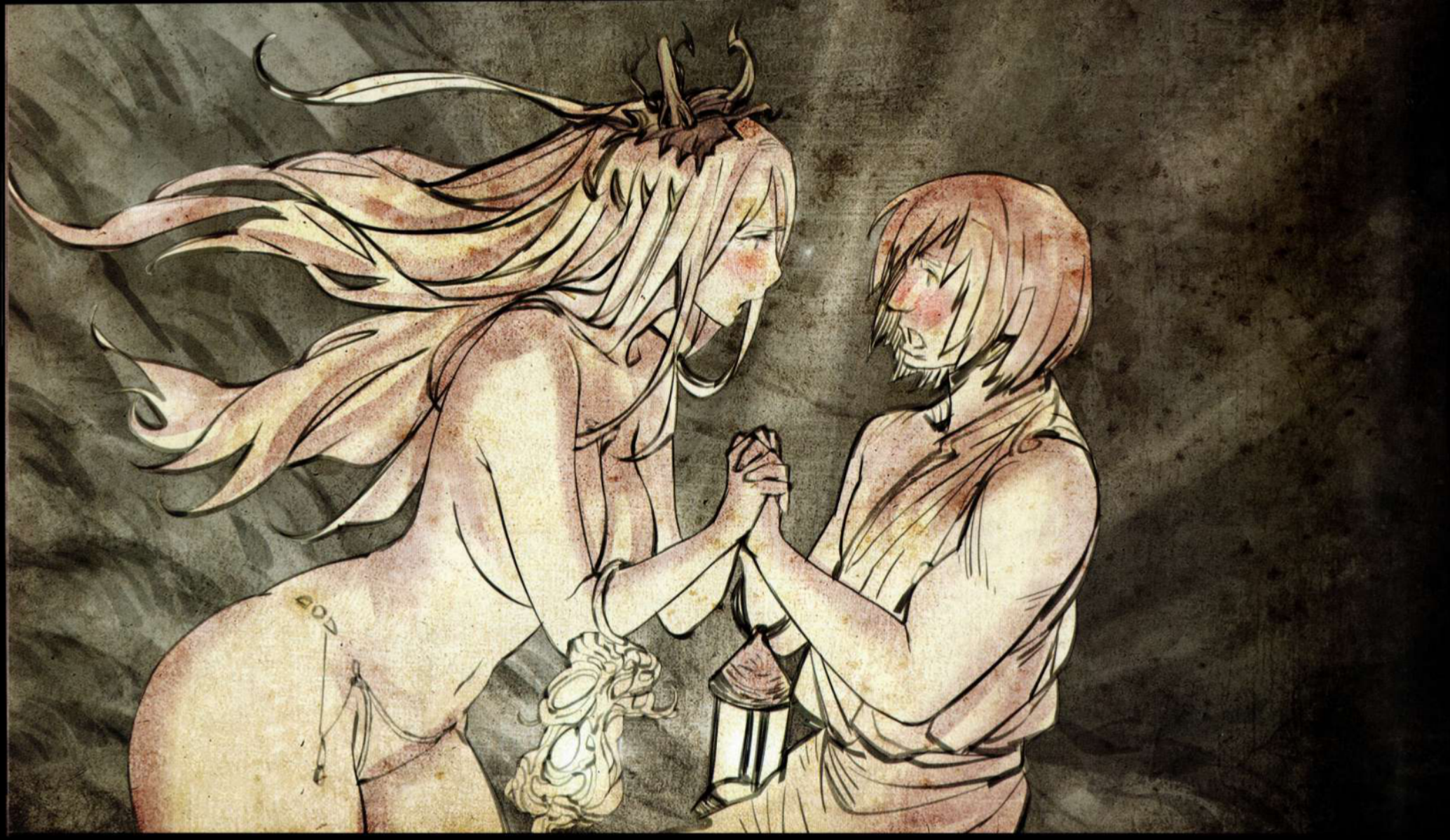
The miniature included in this expansion may be used to represent the Nightmare Tree terrain tile on the showdown board. You can keep the original terrain tile underneath the miniature in case you need to move it out of the way for a roosting Phoenix!

The Lonely Lady

The survivor paused in the darkness, crippled by an unknown feeling of loss.
Their eyes swelled with inexplicable tears.
A hole opened in their heart.

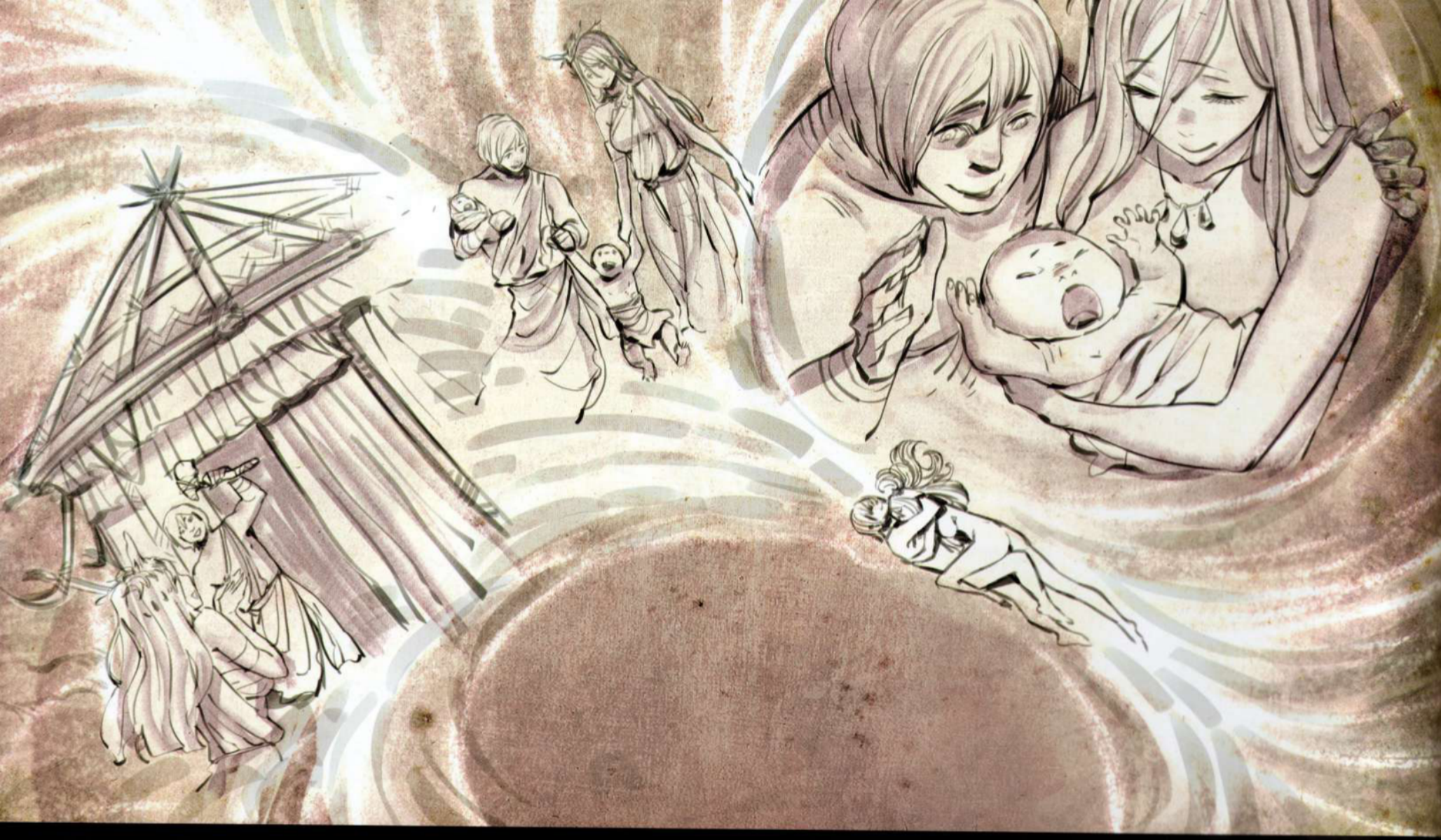


A warm hand slipped into the survivor's.
Looking up, they saw something they never expected.



Although the survivor could not understand the stranger's words,
they saw the truth in the stranger's eyes. They felt an identical hole in the stranger's heart.
The survivor wanted nothing more than to protect her.
Hand in hand, they returned to the settlement.

Lying in each other's embrace,
they felt the warmth of love fill their hearts and wrap around them.
Together, they dreamed a perfect dream.

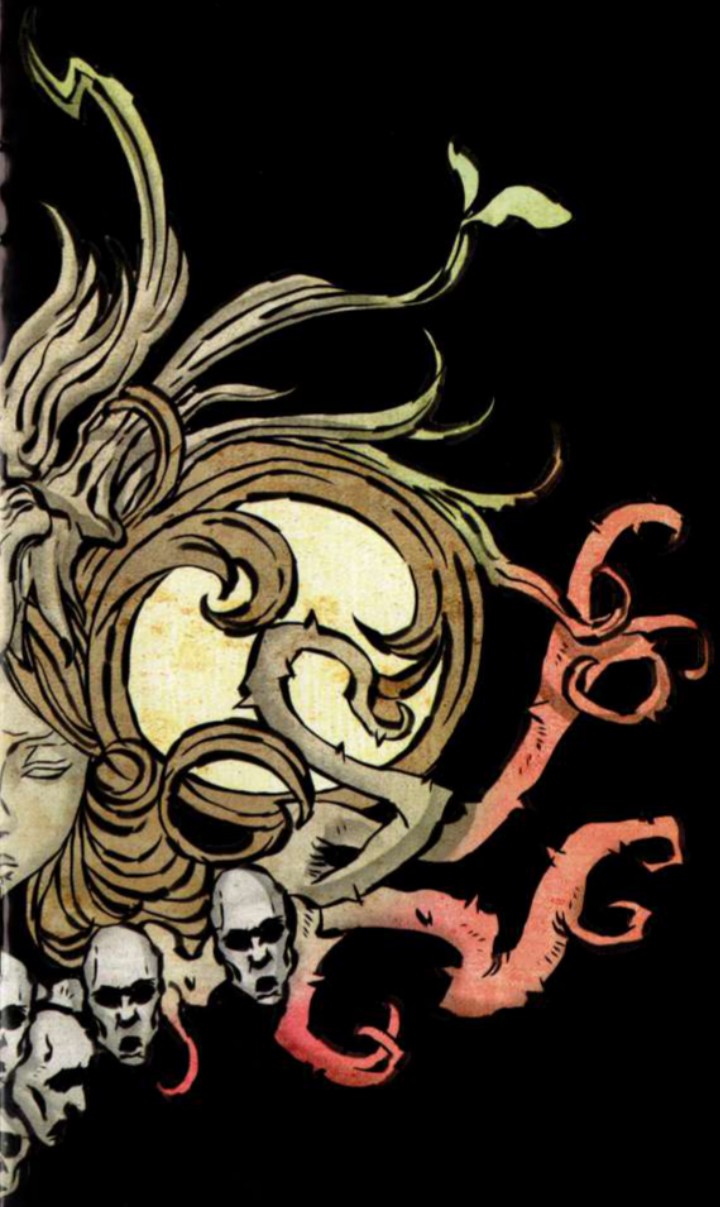


They dreamed of the future. They dreamed of fulfillment.
They dreamed of a life together.

When the dream ended, the stranger awoke with a cry.
The stranger's stomach was full and she was alone.
She felt something she did not want to accept,
something she would forget over and over again.

The hole in her heart could never be filled.

There was no love for her,
only hunger.



The survivor that consumed the Lonely Fruit is dead. Survivors must depart this year for a special showdown with the Lonely Tree.

SHOWDOWN: LONELY TREE

Nemesis

There was once a woman who loved a sad man with a hole in his heart. The harder she tried to fill it, the more drained she felt. When there was nothing left of her, she killed herself under an old tree and let its roots drink her blood. Soon after, the sad man disappeared from the settlement. The tree bore a tear-shaped fruit.

Instinct: Growth

The tree's roots undulate and swell! All survivors not adjacent to another survivor gain 1 bleeding token and are knocked down.

Shuffle the hit location deck and place the **trap** on top.

No Blind Spot!

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	6	3	1	-	10	-	-1

Ⓢ Bear Fruit Ⓢ Impenetrable Trunk Ⓢ Nightmare Fruit

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	8	5	1	-	13	-	-

Ⓢ Bear Fruit Ⓢ Impenetrable Trunk Ⓢ Nightmare Fruit
Ⓢ Moving Ground

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	8	5	2	-	17	+1	+1

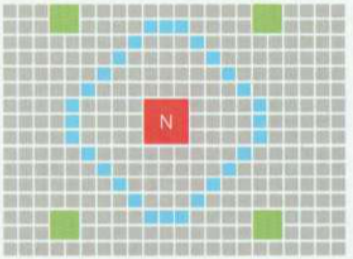
Ⓢ Bear Fruit Ⓢ Impenetrable Trunk Ⓢ Nightmare Fruit
Ⓢ Moving Ground Ⓢ Life (20)

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, select the Lonely Tree's monster level from the table and set up the showdown accordingly. Unless directed to by the timeline, the Lonely Tree may not be chosen for a Nemesis Encounter.

Lantern Year	Monster Level
1 - 11	Level 1
12 - 15	Level 2
16 +	Level 3

Showdown Setup



Legend
- Survivors
- Nemesis
- Tall Grass

Terrain & Deployment
- 4 Tall Grass terrain tiles, set up in the green spaces. **These tiles cannot be activated.**
- Place the nemesis in the center of the board.
- Place survivors in any of the blue spaces.

The tree is waiting for you. **Survivors go first.**

Aftermath

Update the settlement record sheet to indicate the monster level of this encounter

Victory

+ 1 Hunt XP
+ 1 Weapon Proficiency (if eligible)
+ Rewards

Defeat

Something rotten is found at the edge of the settlement. Gain 1 **Lonely Fruit** strange resource.

Rewards

With the tree dead, the survivors safely harvest its bounty. Some fruit bear the tortured features of past meals. For each Nightmare Fruit on the showdown board (not on the tree's branches), gain 1 random basic resource.
The group gains the following rewards:

Level	Reward
1	Gain 1 **Jagged Marrow Fruit** strange resource.
2	Gain 1 **Festering Blood Fruit** strange resource.
3	Gain 1 **Porous Flesh Fruit** strange resource.

If the settlement has innovated **Cooking** when they defeat a level 3+ Lonely Tree, the fruit of the Lonely Tree is baked into a foul-smelling dish that sprouts thick black hair as it cooks. As the survivors consume it, they become nauseated and see the same hair sprout from their bodies, tangling and growing into each other's until they are indistinguishable. All victorious survivors gain the following ability.

Super Hair: You may spend ⚡ to freely exchange any tokens with adjacent survivors who have **Super Hair**.